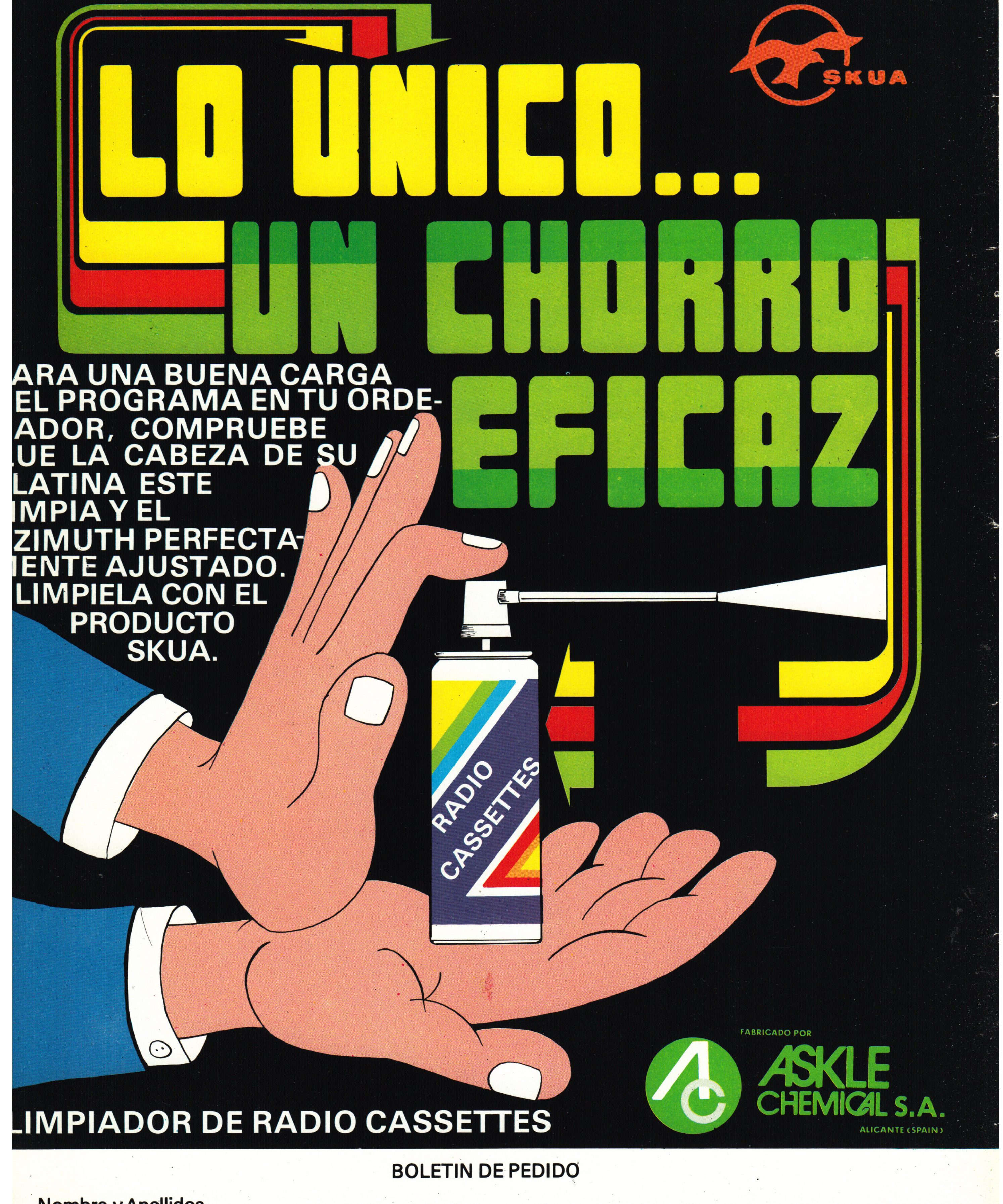

AMIGOS DEL
AMSTRAD
AÑO I • N.º 4
295 pesetas
• Globos
• Penalty
• Puzzle
• Pirámide
• Policía
• Caníbal
• Expulsor
• Laber-Ball
• Espacio
• Fantasma



BOLETIN DE PEDIDO

Nombre y Apellidos ....

Direccion ....

Ciudad .... Telf. .... D.P. ....

Deseo recibir... Limpiadores de cassettes al precio de 420 Ptas. Unidad.

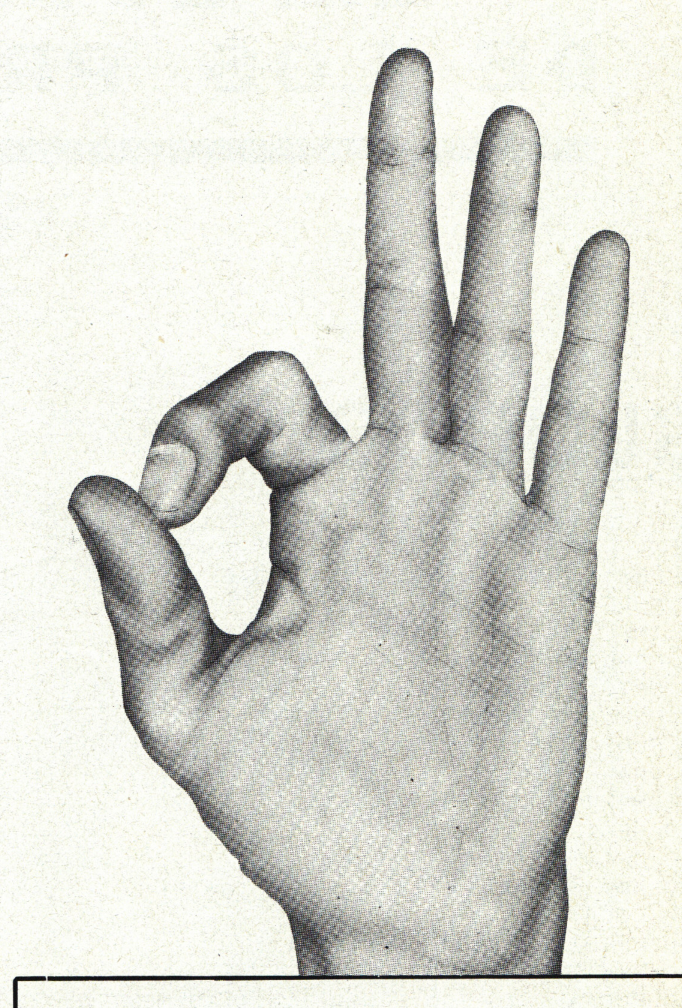
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AMIGOS DEL AMSTRAD

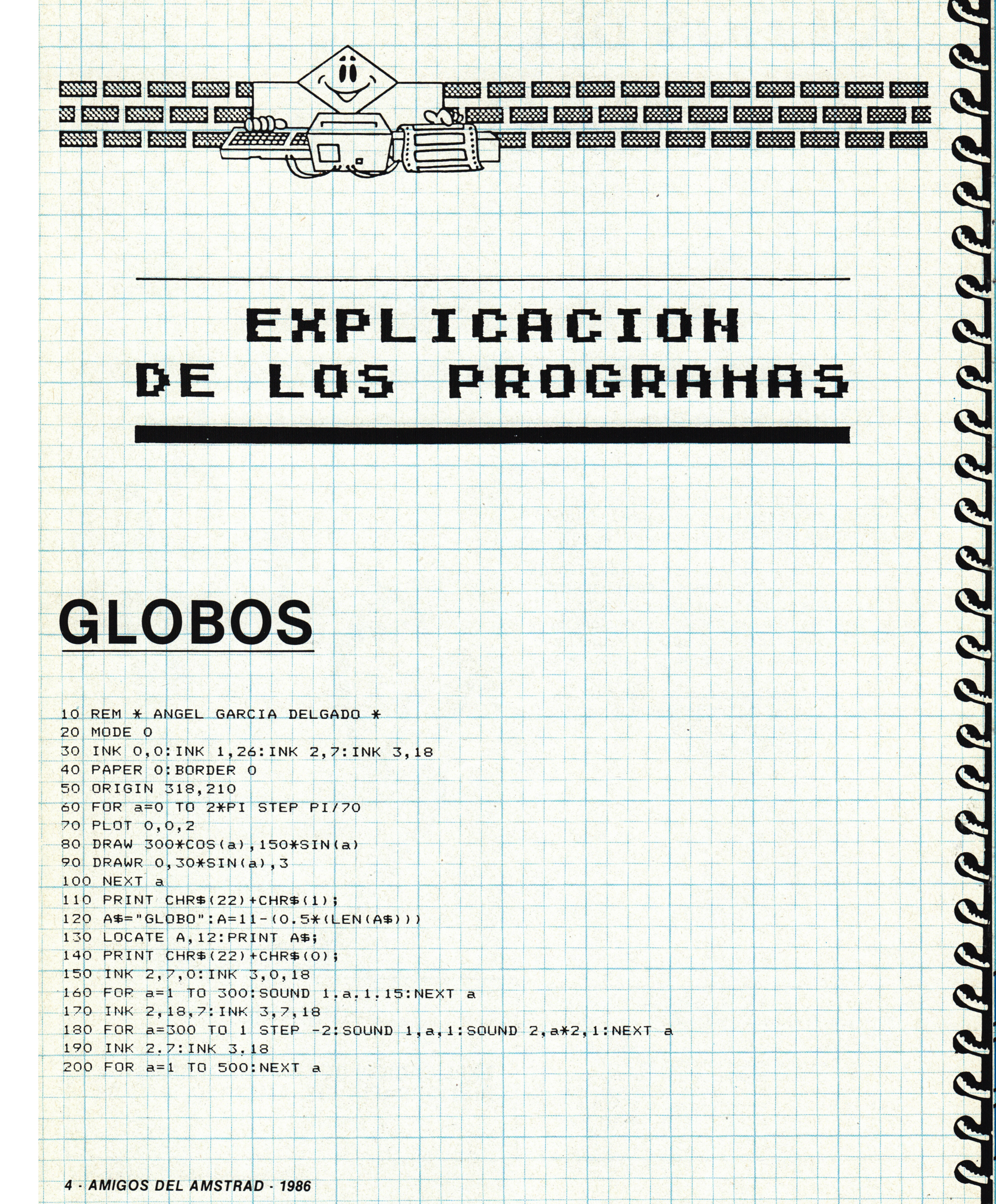
EDITORIAL

Si bien, la elección de un ordenador es importante, más importante es todavía el saber estructurar las instrucciones para lograr una mayor eficacia.
La utilización de un método estructurado facilita el desarrollo de los programas y sus posibles modificaciones si fueran precisas. De esta forma, veremos que programar no consiste en escribir el mayor número posible de líneas, sino que es mucho más interesante la calidad que la cantidad.
Por esto, una sugerencia que os hacemos, es que intentéis variar los programas que os listamos e intentéis mejorarlos.
Suerte.



Edita: Editorial GTS. C/. Bailén, 20. 1.° Izda. 28005 MADRID. **Secretaria Redacción:** Margarita Rancero. **Colaboradores:** Eugenio Garrido, J. F. Martínez, J. Bernal, R. Carralón, J. Ramos, Juan Jesús Ortega. **Dirección Artística y Técnica:** Carlos Gorrindo. **Publicidad:** Bailén, 20. 1°. 28005 MADRID. **Fotocomposición: Gráf. FUTURA, Sdad. Coop. Ltda. Imprime:** Gráf. FUTURA, Sdad. Coop. Ltda. **Distribuye:** R.B.A. Promotora de Ediciones, S. A. Trav. de Gracia, 56. Atico 1.ª. Teléfono: 200 82 56. **Depósito Legal:** M. 3988-1986.

SUMARIO



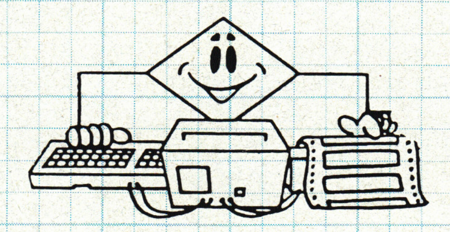
EXPLICACION DE LOS PROGRAMAS

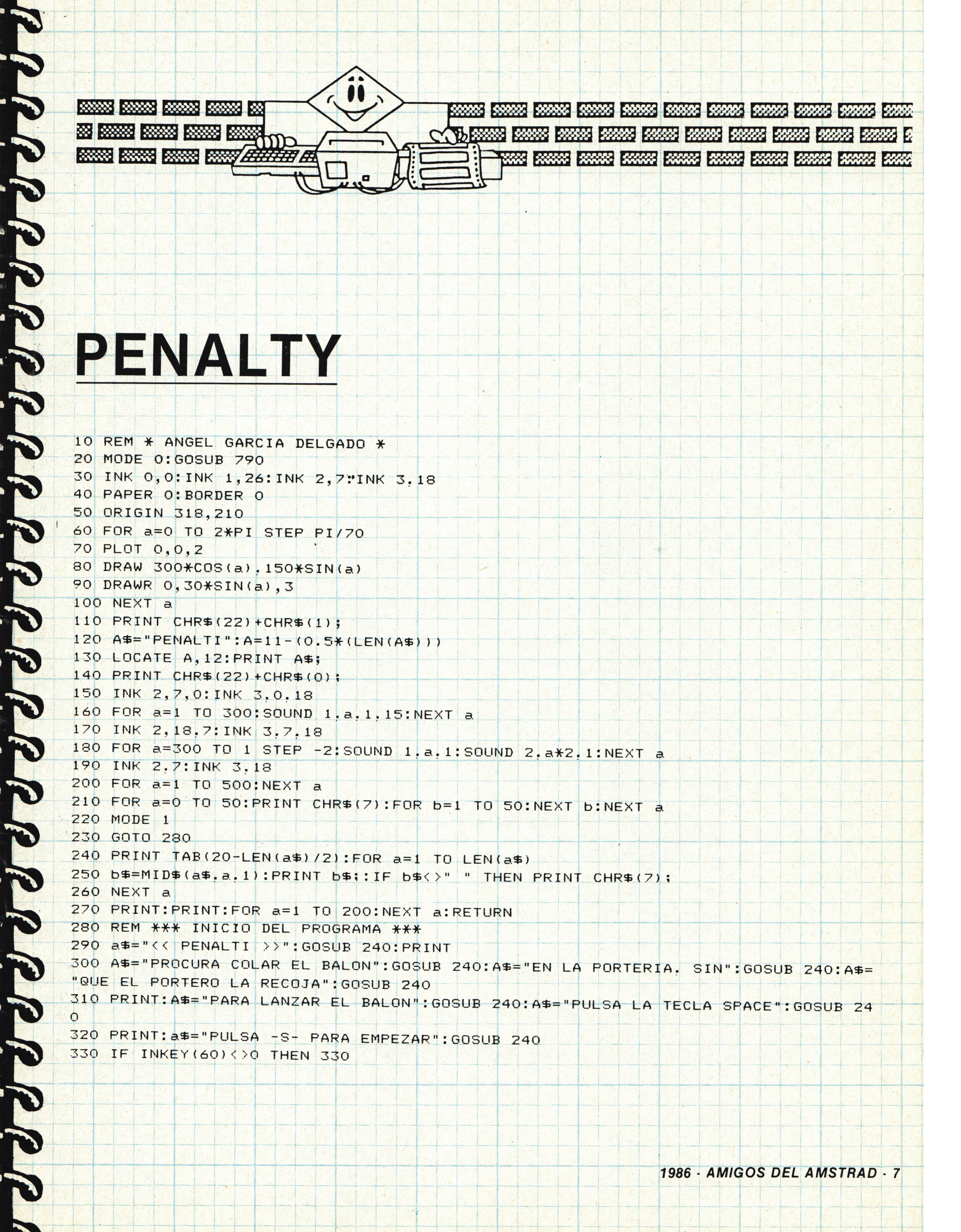
GLOBOS

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="GLOBO":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1.a.1.15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2.7:INK 3.18
200 FOR a=1 TO 500:NEXT a
```

```
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< GLOBO >>":GOSUB 240:PRINT
300 A$="RECOGE CON TU GLOBO A LOS HOMBRES":GOSUB 240:A$="PERO SIN PINCHARLO CON"
:GOSUB 240:A$="LOS ALFILERES O LAS TIJERAS.":GOSUB 2
40
310 PRINT:A$="CONTROLES:":GOSUB 240
320 A$="Q. ARRIBA":GOSUB 240:A$="A. ABAJO":GOSUB 240:A$="O. IZQUIERDA":GOSUB 240
:A$="P. DERECHA":GOSUB 240
330 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
340 IF INKEY(60)<>0 THEN 340
350 GOSUB 660
360 INK 0,23:PAPER 0:BORDER 23:PEN 1:INK 1,0
370 MODE 0:INK 2,10:INK 4,26:INK 3,6
380 WINDOW ₧1,1,20,1,3:PAPER ₧1,4:CLS ₧1
390 WINDOW 1,20,4,25
400 P=0:FA=0:GOSUB 630
410 PEN 2:FOR A=1 TO 20:X=1+INT(RND*18):Y=1+INT(RND*19)
420 LOCATE Y,X:IF RND>0.5 THEN PRINT"g"; ELSE PRINT"h";
430 SOUND 1,A,2
440 NEXT
450 PEN 3:FOR A=1 TO 15:X=1+INT(RND*18):Y=1+INT(RND*19)
460 SOUND 2,50-A,2
470 LOCATE Y,X:PRINT"e";:NEXT
480 X=10:Y=9:XB=X:YB=Y
490 IF NOT INKEY(67) THEN X=X-1:IF X<1 THEN X=1
500 IF NOT INKEY(69) THEN X=X+1:IF X>18 THEN X=18
510 IF NOT INKEY(34) THEN Y=Y-1:IF Y<1 THEN Y=1
520 IF NOT INKEY(27) THEN Y=Y+1:IF Y>18 THEN Y=18
530 LOCATE Y,X:GOSUB 590:LOCATE Y+1,X:GOSUB 590
540 LOCATE Y,X+1:GOSUB 590:LOCATE Y+1,X+1:GOSUB 590
550 PEN 1:LOCATE YB,XB:PRINT"  ":LOCATE YB,XB+1:PRINT"  "
560 PEN 1:LOCATE Y,X:PRINT"ab":LOCATE Y,X+1:PRINT"cd"
570 XB=X:YB=Y
580 GOTO 490
590 CALL 30000:C=PEEK(29999)
600 IF C=101 THEN FOR A=100 TO 200 STEP 4:SOUND 1,A,1:NEXT:P=P+15:GOSUB 630
610 IF C=103 OR C=104 THEN SOUND 2,50,15,15,0,0,31:FA=FA+1:GOSUB 630
620 RETURN
630 LOCATE ₧1,2,2:PRINT₧1,"PTOS:";P:LOCATE ₧1,14,2:PRINT₧1,"FA:";FA
640 IF FA>4 THEN 790
650 RETURN
660 DATA 205,96,187,50,47,117,201
670 RESTORE 660
680 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
690 SYMBOL AFTER 97
700 SYMBOL 97,7,25,50,102,78,142,156,156
710 SYMBOL 98,224,152,76,102,114,113,57,57
720 SYMBOL 99,221,101,63,19,8,15,7,7
```

```
730 SYMBOL 100.187.166.252.200.16.240.224.224
740 SYMBOL 101.56.56,16.254.16.40.68.130
750 SYMBOL 102.18.0.68.16,129,40.2.72
760 SYMBOL 103.6,6.8.16.32.64.0.0
770 SYMBOL 104.231.165.231.104.16.40.68.130
780 RETURN
790 REM *** GAME OVER ***
800 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1.B.1.15.0.0.31:NEXT B:NEXT A
810 INK 0.0:INK 1.26:INK 2.15.0:PAPER 0:BORDER 0:PEN 1:MODE 0
820 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
830 PEN 1:LOCATE 4.12:PRINT"PUNTOS:";USING "₧₧₧₧₧₧";P
840 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
850 FOR A=1 TO 50:A$=INKEY$:NEXT A
860 PEN 1
870 IF INKEY(60)=0 THEN RUN 220
880 IF INKEY(46)=0 THEN CALL 0
890 GOTO 870
```



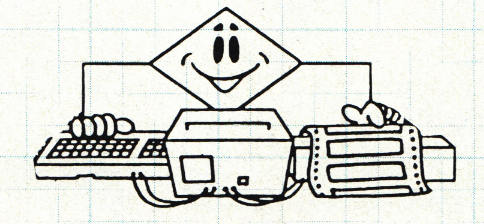


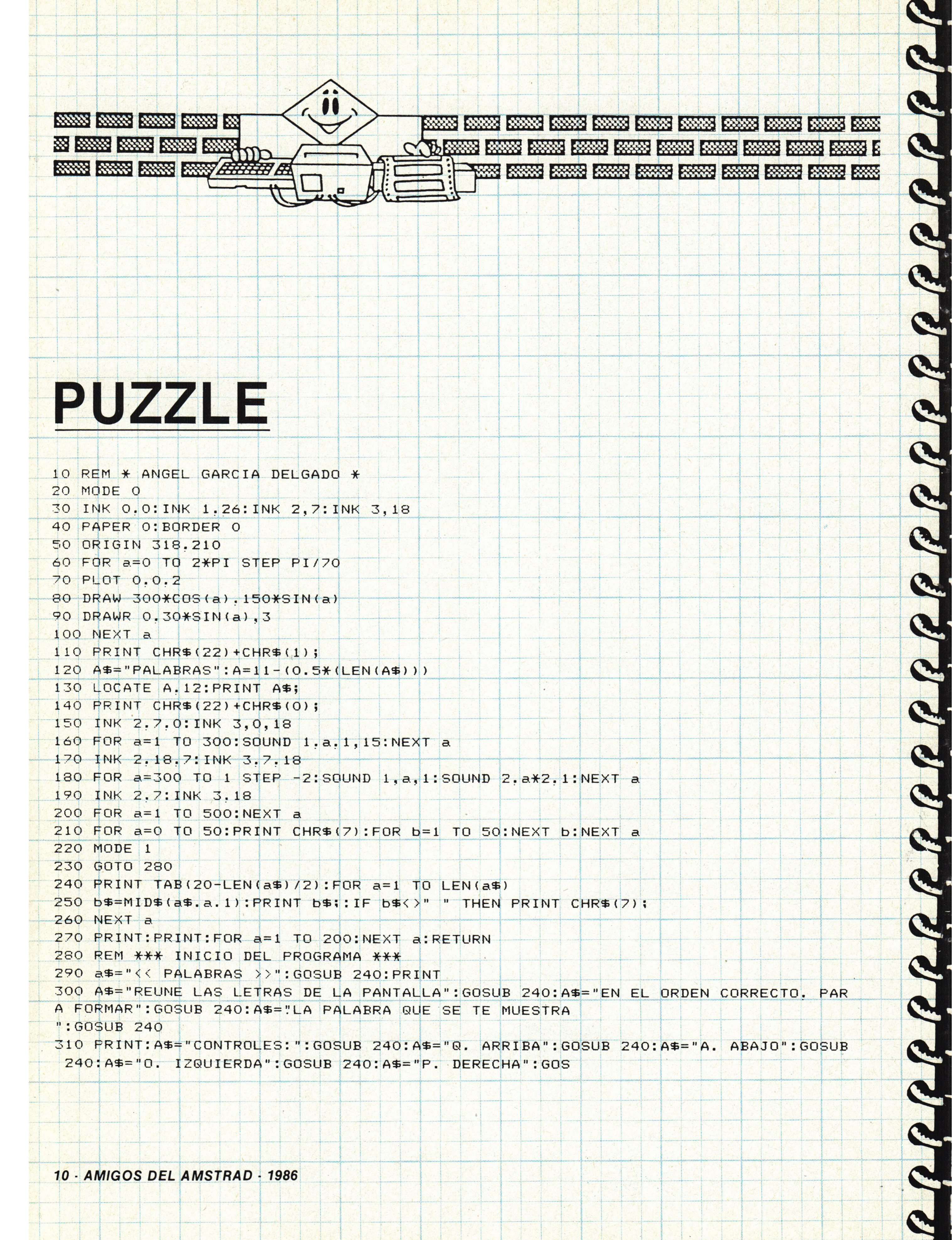
PENALTY

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0:GOSUB 790
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PENALTI":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PENALTI >>":GOSUB 240:PRINT
300 A$="PROCURA COLAR EL BALON":GOSUB 240:A$="EN LA PORTERIA, SIN":GOSUB 240:A$=
"QUE EL PORTERO LA RECOJA":GOSUB 240
310 PRINT:A$="PARA LANZAR EL BALON":GOSUB 240:A$="PULSA LA TECLA SPACE":GOSUB 24
0
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
```

```
340 P=0:FA=0:INK 0.18:INK 1.0:INK 2.26:INK 3.8
350 PAPER 0:BORDER 18
360 MODE 1:GOSUB 730
370 WINDOW ₧1.1.40.24.24:GOSUB 700
380 WINDOW ₧2.1.40.21.21
390 A$="PULSA SPACE PARA DISPARAR":GOSUB 680
400 x=17:y=20
410 yP=16+INT(RND*9):D=1:DP=-1
420 LOCATE YP.5:PRINT"a":LOCATE YP.6:PRINT"b"
430 LOCATE Y.X:PRINT" ":
440 Y=Y+D:IF Y>35 THEN D=-1
450 IF Y<5 THEN D=1
460 LOCATE Y.X:PRINT"c":CALL &BD19
470 IF NOT INKEY(47) THEN 490
480 GOTO 430
490 FOR A=100 TO 200 STEP 6:SOUND 1.A.1:NEXT
500 LOCATE YP.5:PRINT" ":LOCATE YP.6:PRINT" "
510 YP=YP+DP:IF YP>24 THEN DP=-1
520 IF YP<16 THEN DP=1
530 LOCATE YP.5:PRINT"a":LOCATE YP.6:PRINT"b"
540 LOCATE Y.X:PRINT" ":X=X-1:IF X<4 THEN 580
550 LOCATE Y.X:PRINT CHR$(102-X/7);
560 IF X=5 OR X=6 THEN IF Y=YP THEN 630
570 GOTO 500
580 GOSUB 730:IF Y<15 OR Y>26 THEN 650
590 ENT 1.20.-3.1:SOUND 1.100.15.15.0.1
600 P=P+15:GOSUB 700
610 A$="GOOOOL.............":FOR N=1 TO 4:GOSUB 680:NEXT
620 GOTO 360
630 GOSUB 730:SOUND 2,100,5,15,0,0,31:A$="PARADA DEL PORTERO":GOSUB 680
640 GOTO 660
650 SOUND 4,300:A$="LA PELOTA HA SALIDO FUERA":GOSUB 680
660 FOR A=1 TO 100:NEXT:FA=FA+1:GOSUB 700
670 FOR A=1 TO 600:NEXT:GOTO 360
680 CLS ₧2:PRINT₧2,TAB(20-LEN (A$)/2);
690 FOR A=1 TO LEN (A$):PRINT ₧2,MID$(A$,A,1);CHR$(7);:NEXT:RETURN
700 LOCATE ₧1.5.1:PRINT₧1."PUNTOS:";P:LOCATE ₧1.26.1:PRINT₧1."FALLOS:";FA
710 IF FA>4 THEN 860
720 RETURN
730 PLOT 0.250.2:DRAW 100,300:DRAW 530,300:DRAW 630,250
740 PLOT 150.300:DRAW 0.100:DRAW 630.100:DRAW 480.300
750 PLOT 180.300:DRAW 80,150:DRAW 550,150:DRAW 450.300
760 PLOT 214.302.3:DRAW 214.380:DRAW 630-214.380:DRAW 630-214.302
770 PLOT 210.302:DRAW 210.384:DRAW 630-210,384:DRAW 630-210.302
780 RETURN
790 SYMBOL AFTER 97
800 SYMBOL 97.60.126.90.126.60,24,126.255
810 SYMBOL 98.189.189.189.60,36,36,102,231
820 SYMBOL 99.60.126.255.255.255.255.126.60
830 SYMBOL 100.0.60.126.126.126,126,60,0
840 SYMBOL 101.0.0.24.60.60.24,0.0
850 RETURN
860 REM *** GAME OVER ***
870 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1.B.1.15.0.0.31:NEXT B:NEXT A
880 INK 0.0:INK 1.26:INK 2.15.0:PAPER 0:BORDER 0:PEN 1:MODE 0
```

```
890 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
900 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "₧₧₧₧₧₧";P
910 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
920 FOR A=1 TO 50:A$=INKEY$:NEXT A
930 PEN 1
940 IF INKEY(60)=0 THEN RUN 220
950 IF INKEY(46)=0 THEN CALL 0
960 GOTO 940
```

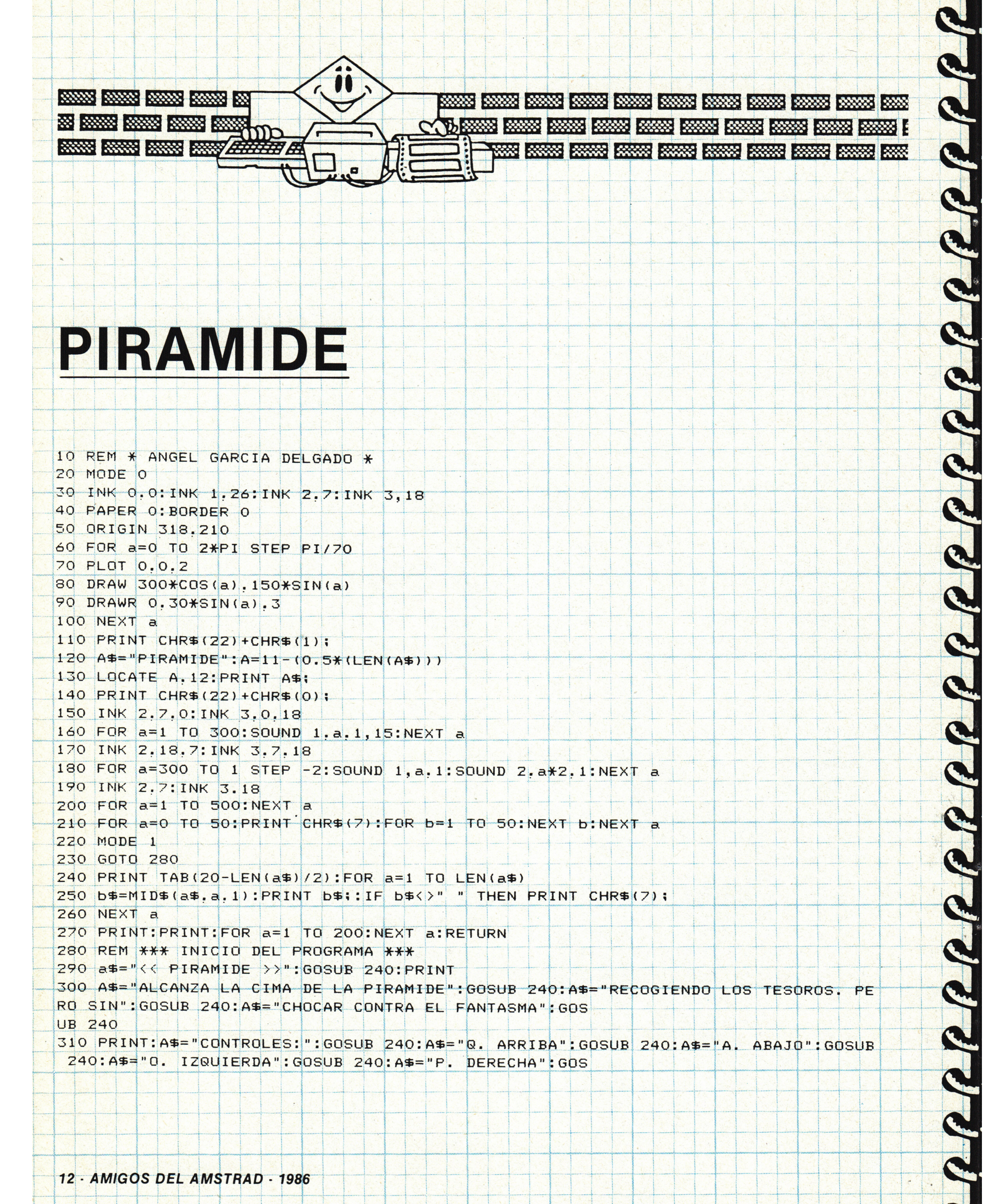




PUZZLE

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PALABRAS":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PALABRAS >>":GOSUB 240:PRINT
300 A$="REUNE LAS LETRAS DE LA PANTALLA":GOSUB 240:A$="EN EL ORDEN CORRECTO. PAR
A FORMAR":GOSUB 240:A$="LA PALABRA QUE SE TE MUESTRA
":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA":GOSUB 240:A$="A. ABAJO":GOSUB
 240:A$="O. IZQUIERDA":GOSUB 240:A$="P. DERECHA":GOS
```

```
UB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 600
350 INK 0,0:PAPER 0:BORDER 0:MODE 1
360 INK 1,26:INK 2,8
370 RESTORE 590:FOR A=1 TO 1+INT(RND*14):READ T$:NEXT
380 PEN 2:LOCATE 1,8:A$="LA PALABRA ES:":PEN 1:GOSUB 240:A$=T$:GOSUB 240
390 FOR A=1 TO 2000:NEXT
400 PEN 2:FOR A=1 TO 25:PRINT STRING$(40,"a");:NEXT
410 WINDOW ₧1,2,39,2,4:WINDOW ₧2,3,38,3,3:WINDOW 2,39,6,24:CLS ₧1:CLS:CLS ₧2
420 PEN 1:FOR A=1 TO LEN (T$)
430 Y=1+INT(RND*38):X=1+INT(RND*18):IF X=10 AND Y=19 THEN 430
440 LOCATE Y,X:CALL 30000:IF PEEK(29999)=32 THEN PRINT MID$(T$,A,1); ELSE 430
450 NEXT
460 X=10:Y=10:XB=X:YB=Y
470 IF NOT INKEY(67) THEN X=X-1:IF X<1 THEN X=1
480 IF NOT INKEY(69) THEN X=X+1:IF X>19 THEN X=19
490 IF NOT INKEY(34) THEN Y=Y-1:IF Y<1 THEN Y=1
500 IF NOT INKEY(27) THEN Y=Y+1:IF Y>38 THEN  Y=38
510 LOCATE Y,X:CALL 30000:C=PEEK(29999)
520 IF C>64 AND C<91 THEN R$=R$+CHR$(C):P=P+5:PRINT₧2,R$:FOR A=100 TO 200 STEP 4
:SOUND 1,A,1:NEXT:IF LEN(R$)=LEN(T$) THEN 560
530 IF C=99 THEN IF X<>XB OR Y<>YB THEN GOTO 710
540 LOCATE YB,XB:PRINT "c";:LOCATE Y,X:PRINT"b";:yb=y:XB=X
550 GOTO 470
560 CLS:LOCATE 1,5:IF T$=R$ THEN PRINT " CORRECTO !!!":PRINT:PRINT" BONO DE 5000
 PUNTOS":FOR A=1 TO 400:SOUND 1,A,1,15:NEXT:P=P+5000
570 IF T$<>R$ THEN PRINT" INCORRECTO....":PRINT:PRINT" LA PALABRA ES: ";T$
580 GOTO 710
590 DATA AMSTRAD,ESTERNOCLEIDOMASTOIDEO,CORAZON,UNIDAD,PORTAVIONES,PENICILINA,CU
CHARADA,CARACOL,SALAMANDRA,HIBRIDACION,ORBITAL,CELUL
A,IMPRESORA,MICROORDENADOR
600 DATA 205,96,187,50,47,117,201
610 RESTORE 600
620 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
630 SYMBOL AFTER 97
640 SYMBOL 97,0,239,239,239,0,254,254,254
650 SYMBOL 98,60,126,153,189,255,195,102,60
660 SYMBOL 99,0,0,36,0,0,36,0,0
670 RETURN
680 SYMBOL 97,0,239,239,239,0,254,254,254
690 SYMBOL 98,60,126,153,189,255,195,102,60
700 SYMBOL 99,0,0,36,0,0,36,0,0
710 REM *** GAME OVER ***
720 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
730 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
740 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
750 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "₧₧₧₧₧₧";P
760 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
770 FOR A=1 TO 50:A$=INKEY$:NEXT A
780 PEN 1
790 IF INKEY(60)=0 THEN RUN 220
800 IF INKEY(46)=0 THEN CALL 0
810 GOTO 790
```

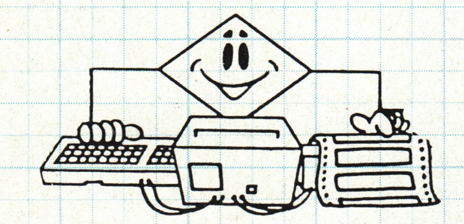


PIRAMIDE

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0.0:INK 1.26:INK 2.7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318.210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0.0.2
80 DRAW 300*COS(a).150*SIN(a)
90 DRAWR 0.30*SIN(a).3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PIRAMIDE":A=11-(0.5*(LEN(A$)))
130 LOCATE A.12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2.7.0:INK 3.0.18
160 FOR a=1 TO 300:SOUND 1.a.1,15:NEXT a
170 INK 2.18.7:INK 3.7.18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a.1:SOUND 2.a*2.1:NEXT a
190 INK 2.7:INK 3.18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$.a.1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PIRAMIDE >>":GOSUB 240:PRINT
300 A$="ALCANZA LA CIMA DE LA PIRAMIDE":GOSUB 240:A$="RECOGIENDO LOS TESOROS. PE
RO SIN":GOSUB 240:A$="CHOCAR CONTRA EL FANTASMA":GOS
UB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA":GOSUB 240:A$="A. ABAJO":GOSUB
 240:A$="O. IZQUIERDA":GOSUB 240:A$="P. DERECHA":GOS
```

```
UB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 970
350 PAPER 0:BORDER 0:INK 0,0:MODE 1
360 INK 1,26:INK 2,15:INK 3,18
370 WINDOW #1,2,39,1,1:WINDOW 1,40,4,25
380 P=0:V=3:GOSUB 730
390 PEN 2:GOSUB 760
400 x=19:y=20:XB=X:YB=Y
410 XM=7:YM=20:BX=XM:BY=YM
420 IF NOT INKEY(67) THEN X=X-1
430 IF NOT INKEY(69) THEN X=X+1
440 IF NOT INKEY(34) THEN Y=Y-1
450 IF NOT INKEY(27) THEN Y=Y+1
460 LOCATE Y,X:CALL 30000:C=PEEK(29999)
470 IF C=97 THEN X=XB:Y=YB
480 IF C=98 THEN 1070
490 IF C=101 OR C=100 THEN P=P+75:GOSUB 730
500 PEN 1:LOCATE YB,XB:PRINT" ";:LOCATE Y,X:PRINT CHR$(248+RND*3);
510 xb=x:yb=y
520 IF xm<x THEN xm=xm+1
530 IF xm>x THEN xm=xm-1
540 LOCATE ym,xm:CALL 30000:C=PEEK(29999)
550 IF C<>32 THEN XM=BX
560 IF ym<y THEN ym=ym+0.5
570 IF ym>y THEN ym=ym-0.5
580 LOCATE YM,XM:CALL 30000:C=PEEK(29999)
590 IF C>247 THEN 1070
600 IF C=98 THEN BY=YM
610 IF C<>32 THEN YM=BY
620 PEN 3:LOCATE BY,BX:PRINT" ";:LOCATE YM,XM:PRINT"b";
630 BX=XM:BY=YM
640 IF x=5 THEN 660
650 GOTO 420
660 ENT 1,10,-2,1:FOR A=1 TO 100:SOUND 1,A,10,15,0,1:NEXT
670 MODE 1:LOCATE 1,5:A$="LO CONSEGUISTE !!!":GOSUB 240
680 A$="ALCANZASTE LA CIMA DE LA PIRAMIDE":GOSUB 240
690 PRINT:A$="BONO DE 5000 PUNTOS":GOSUB 240
700 P=P+5000:SOUND 2,50,5,15,0,0,31:GOSUB 730
710 GOTO 1070
720 GOTO 720
730 LOCATE #1,14,1:PRINT#1,"PUNTOS:";P
740 IF V<1 THEN 1070
750 RETURN
760 PRINT"                    aa                    ";
770 PRINT"    a              aaaa                   ";
780 PRINT"   aaa            aa  aa                  ";
790 PRINT"  a aaa          aa    aa            a    ";
800 PRINT" a  aaaa        aa      aa          aaa   ";
810 PRINT"a    aaaa      aaaaaa  aaaa        a aaa  ";
820 PRINT"     aaaaa    aa         eaa      a   aaa ";
830 PRINT"     aaaaaa  aaaa  aaaaaaaaaa    a     aaa";
840 PRINT"      aaaa  aa d            aa a       aaa";
850 PRINT"      aaa aaaaaaaaaaaaa   aaaaa a       aa";
```

```
860 PRINT"aaaaaaaa aa                d aa a      a";
870 PRINT"        aaaa  aaaaaaaaaaaaaaaaaa aaaaaaa";
880 PRINT" a  a  aa e                    aa       ";
890 PRINT"      aaaaaaaaaaaa  aaaaaaaaaaaaaa  a   ";
900 PRINT"a a  aa                         eaa    a";
910 PRINT"    aaaaa  aaaaaaaaaaaaaaaaaa  aaaaa a  ";
920 PRINT"   aa d                            aa  a";
930 PRINT"  aaaaaaaaaaaaaaaaaaaaaa  aaaaaaaaaaaa  ";
940 PRINT" aa e                              d aa ";
950 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
960 RETURN
970 DATA 205.96.187.50.47.117.201
980 RESTORE 970
990 FOR a=30000 TO 30006:READ b:POKE a.b:NEXT a
1000 SYMBOL AFTER 97
1010 SYMBOL 97.124.190.254.190.214.174.84.0
1020 SYMBOL 98.124.146.218.254.254.170.170.0
1030 SYMBOL 99.8.161.4.160.9.64.17.68
1040 SYMBOL 100.8.20.20.73.127.73.8.28
1050 SYMBOL 101.0.0.62.46.46.20.8.62
1060 RETURN
1070 REM *** GAME OVER ***
1080 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1.B.1.15.0.0.31:NEXT B:NEXT A
1090 INK 0.0:INK 1.26:INK 2.15.0:PAPER 0:BORDER 0:PEN 1:MODE 0
1100 PEN 2:LOCATE 6.7:PRINT"GAME OVER"
1110 PEN 1:LOCATE 4.12:PRINT"PUNTOS:";USING "######";P
1120 PEN 3:INK 3.15:LOCATE 5.17:PRINT "OTRA? (S/N)"
1130 FOR A=1 TO 50:A$=INKEY$:NEXT A
1140 PEN 1
1150 IF INKEY(60)=0 THEN RUN 220
1160 IF INKEY(46)=0 THEN CALL 0
1170 GOTO 1150
```



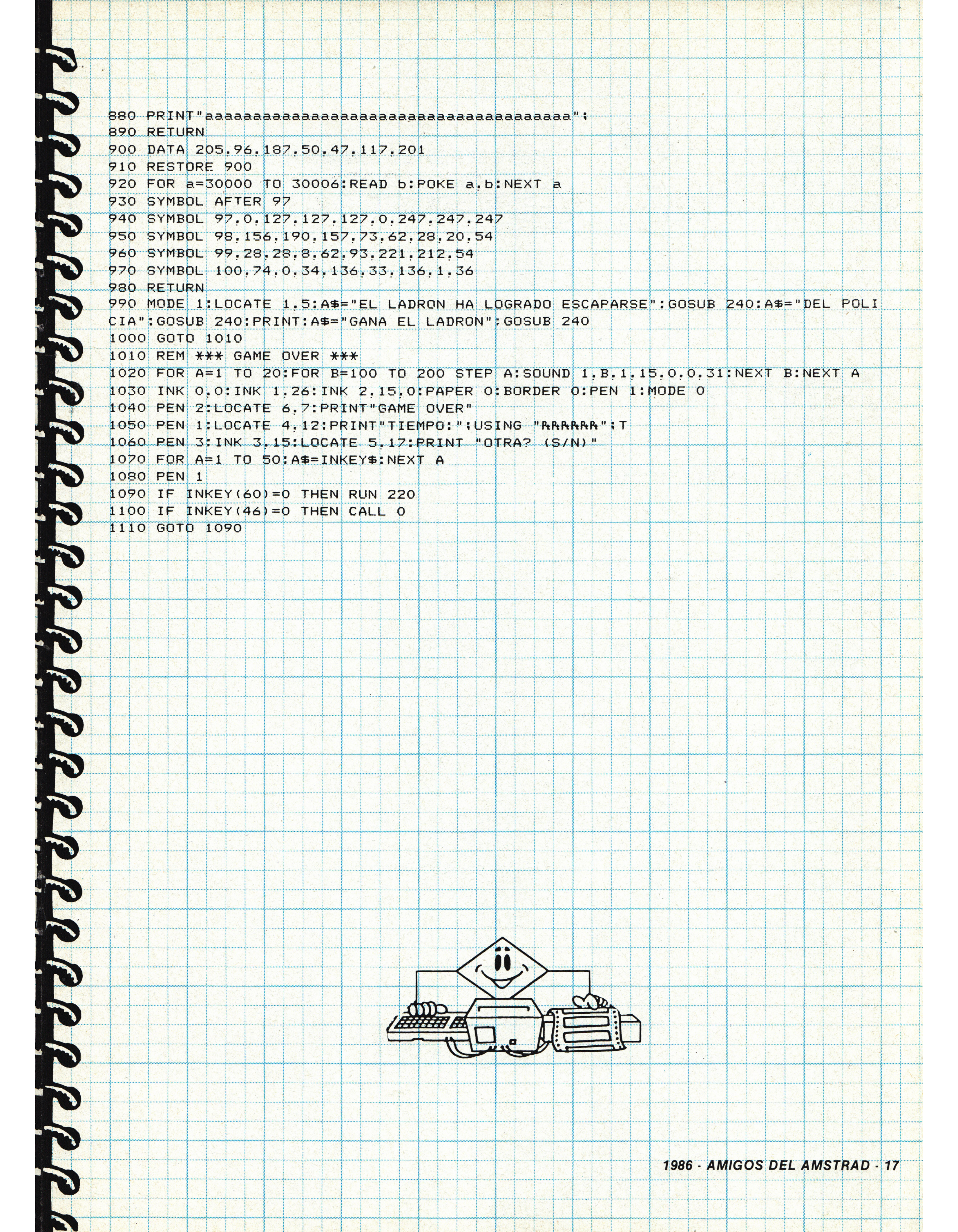


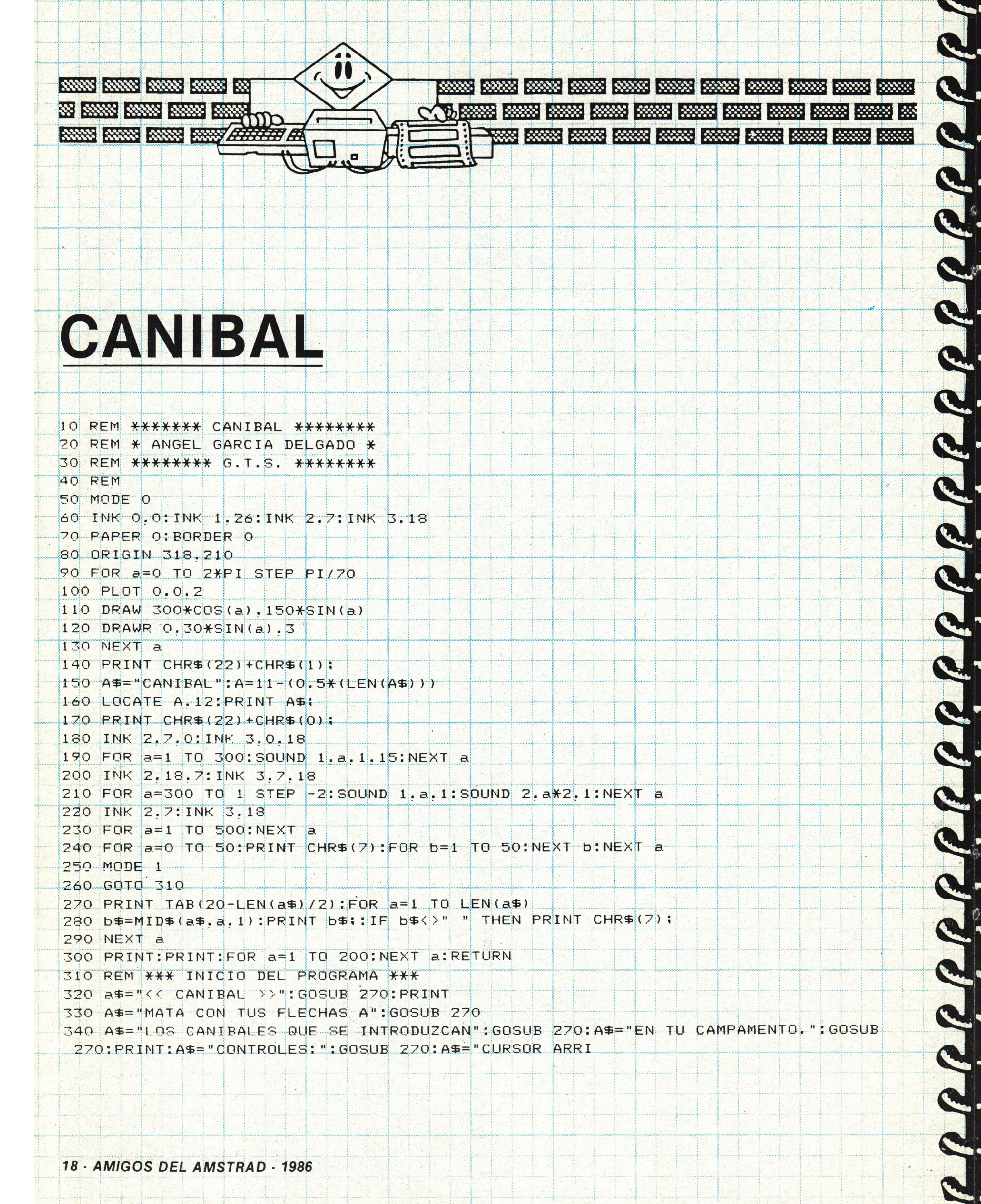
POLICIA

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="POLICE":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< POLICIA >>":GOSUB 240:PRINT
300 A$="EL POLICIA DEBE CAPTURAR AL LADRON":GOSUB 240:A$="ANTES DE AGOTARSE EL T
IEMPO":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="JUG. IZQUIERDO      JUG. DERECHO":GOSUB 2
40:A$="LADRON          POLICIA":GOSUB 240:A$="Q.A.X.C.
          CURSORES":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
```

```
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 900
350 PAPER 0:INK 0,22:BORDER 22:MODE 1
360 WINDOW ₧1,2,39,2,2:WINDOW 2,39,5,24
370 INK 1,0:INK 2,6:INK 3,8
380 PEN 2:GOSUB 690
390 T=250:GOSUB 670
400 XP=2:YP=2:XL=19:YL=19
410 PX=XP:PY=YP:LY=YL:LX=XL
420 IF NOT INKEY(0) THEN XP=XP-1
430 IF NOT INKEY(2) THEN XP=XP+1
440 IF NOT INKEY(1) THEN YP=YP+1
450 IF NOT INKEY(8) THEN YP=YP-1
460 LOCATE YP,XP:CALL 30000:C=PEEK(29999)
470 IF C=97 THEN XP=PX:YP=PY
480 IF C=99 THEN GOTO 620
490 PEN 1:LOCATE PY,PX:PRINT" ";:LOCATE YP,XP:PRINT"b";
500 PX=XP:PY=YP
510 IF NOT INKEY(67) THEN XL=XL-1
520 IF NOT INKEY(69) THEN XL=XL+1
530 IF NOT INKEY(62) THEN YL=YL+1
540 IF NOT INKEY(63) THEN YL=YL-1
550 LOCATE YL,XL:CALL 30000:C=PEEK(29999)
560 IF C=97 THEN XL=LX:YL=LY
570 IF C=98 THEN GOTO 620
580 PEN 3:LOCATE LY,LX:PRINT" ";:LOCATE YL,XL:PRINT"c";
590 LX=XL:LY=YL
600 T=T-1:GOSUB 670
610 GOTO 420
620 FOR A=100 TO 200:SOUND 1,A,2:NEXT
630 MODE 1
640 A$="EL POLICIA HA CAPTURADO":GOSUB 240:A$="AL LADRON":GOSUB 240
650 PRINT:A$="GANA EL POLICIA":GOSUB 240:GOTO 1010
660 GOTO 660
670 LOCATE ₧1,14,1:PRINT₧1,"TIEMPO: ";USING "₧₧₧";T:IF T<1 THEN 990
680 RETURN
690 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
700 PRINT"a   a                                a";
710 PRINT"a aaaaaaaaaaaaaaaaaaaaaaa aaaaaaaaaa a";
720 PRINT"a a                     a a    a   a a";
730 PRINT"a a aaaaaaaa aaaaaaaaaaaa aaaa a a a a";
740 PRINT"a a a            a  a  a   a a a a a a";
750 PRINT"a a a a a  a aaa                 a a a";
760 PRINT"a a aaaaaaaa aaa a a aa aaa aaaa a a a";
770 PRINT"a                                a a a";
780 PRINT"a a a aaaaaaaaaa aaaaaaaaaaaaa aaa a a";
790 PRINT"a a a a        a             a a   a a";
800 PRINT"a a a a aaaaaaaa aaaaa aaaaa a a a a a";
810 PRINT"a a a a          a   a a   a a a a a a";
820 PRINT"a     aaaaa aa a a aaa a a a a a a a a";
830 PRINT"a a a     a aa a a     a a a a a a a a";
840 PRINT"a a aaaaa aaaaaa aaaaaaa a aaa a a a a";
850 PRINT"a a                            a a a a";
860 PRINT"a aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa aaa a";
870 PRINT"a                              a     a";
```

```
880 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
890 RETURN
900 DATA 205,96,187,50,47,117,201
910 RESTORE 900
920 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
930 SYMBOL AFTER 97
940 SYMBOL 97,0,127,127,127,0,247,247,247
950 SYMBOL 98,156,190,157,73,62,28,20,54
960 SYMBOL 99,28,28,8,62,93,221,212,54
970 SYMBOL 100,74,0,34,136,33,136,1,36
980 RETURN
990 MODE 1:LOCATE 1,5:A$="EL LADRON HA LOGRADO ESCAPARSE":GOSUB 240:A$="DEL POLI
CIA":GOSUB 240:PRINT:A$="GANA EL LADRON":GOSUB 240
1000 GOTO 1010
1010 REM *** GAME OVER ***
1020 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1030 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1040 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1050 PEN 1:LOCATE 4,12:PRINT"TIEMPO:";USING "₧₧₧₧₧₧";T
1060 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1070 FOR A=1 TO 50:A$=INKEY$:NEXT A
1080 PEN 1
1090 IF INKEY(60)=0 THEN RUN 220
1100 IF INKEY(46)=0 THEN CALL 0
1110 GOTO 1090
```

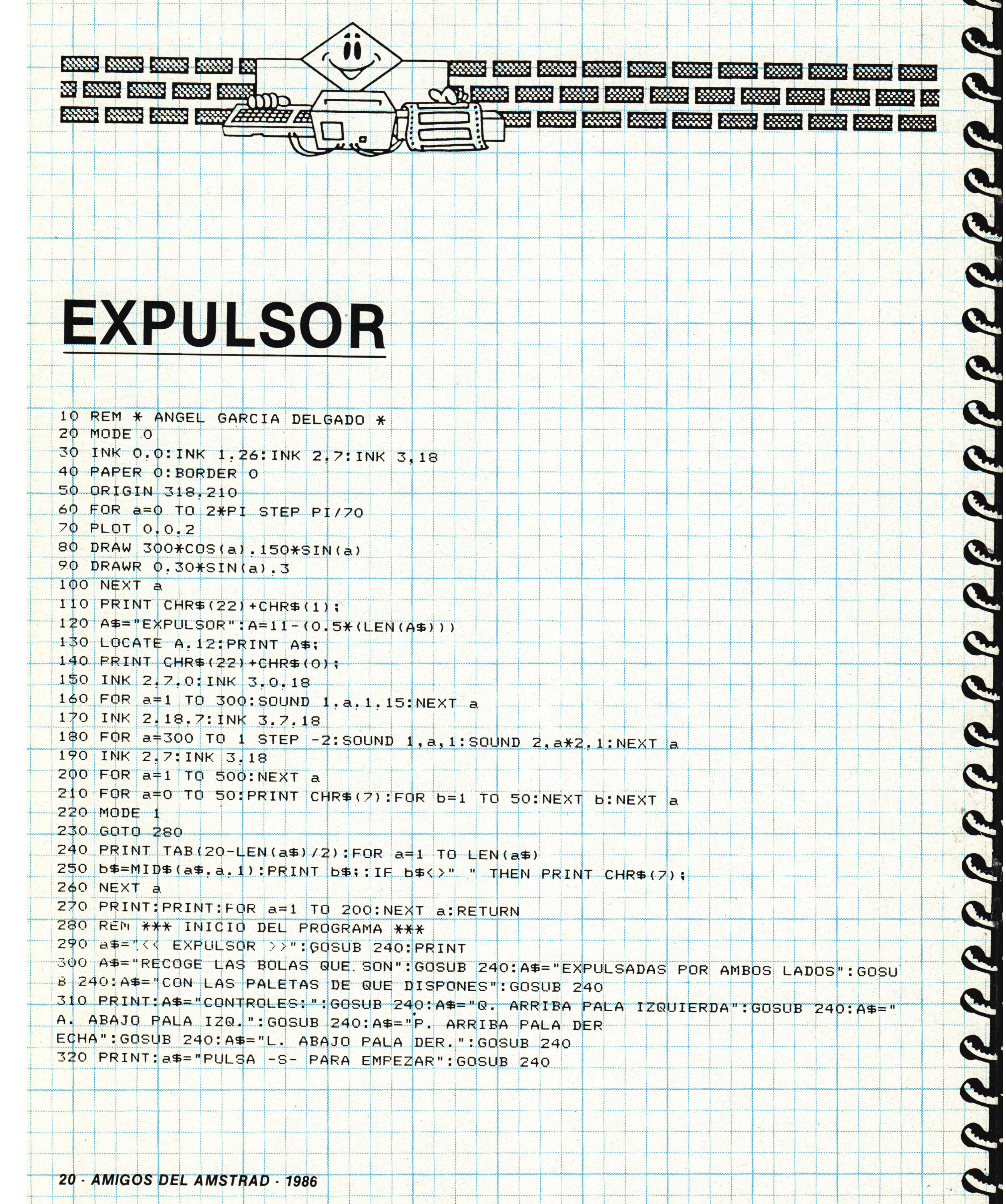




CANIBAL

```
10 REM ******* CANIBAL ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0.0:INK 1.26:INK 2.7:INK 3.18
70 PAPER 0:BORDER 0
80 ORIGIN 318.210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0.0.2
110 DRAW 300*COS(a).150*SIN(a)
120 DRAWR 0.30*SIN(a).3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 A$="CANIBAL":A=11-(0.5*(LEN(A$)))
160 LOCATE A.12:PRINT A$;
170 PRINT CHR$(22)+CHR$(0);
180 INK 2.7.0:INK 3.0.18
190 FOR a=1 TO 300:SOUND 1.a.1.15:NEXT a
200 INK 2.18.7:INK 3.7.18
210 FOR a=300 TO 1 STEP -2:SOUND 1.a.1:SOUND 2.a*2.1:NEXT a
220 INK 2.7:INK 3.18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$.a.1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 a$="<< CANIBAL >>":GOSUB 270:PRINT
330 A$="MATA CON TUS FLECHAS A":GOSUB 270
340 A$="LOS CANIBALES QUE SE INTRODUZCAN":GOSUB 270:A$="EN TU CAMPAMENTO.":GOSUB
 270:PRINT:A$="CONTROLES:":GOSUB 270:A$="CURSOR ARRI
```

```
BA":GOSUB 270:A$="CURSOR ABAJO":GOSUB 270:A$="SPACE. DISPARA FLECHA":GOSUB 270
350 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 270
360 IF INKEY(60)<>0 THEN 360
370 GOSUB 650
380 BORDER 26:INK 0,26:INK 1,0:INK 2,9
390 PAPER 0:MODE 0:PEN 2
400 FOR A=1 TO 25:PRINT STRING$(20,"e");:NEXT
410 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24:CLS #1:CLS
420 D=1:X=10:Y=1:P=0:FA=0
430 GOSUB 620
440 XC=1:YC=5+INT(RND*13)
450 PEN 1
460 ON D GOSUB 500,550
470 LOCATE YC,XC:PRINT" ":XC=XC+1:IF XC>17 THEN GOSUB 610
480 LOCATE YC,XC:PRINT"a":LOCATE YC,XC+1:PRINT"b"
490 GOTO 460
500 IF NOT INKEY(0) THEN X=X-1:IF X<2 THEN X=2
510 IF NOT INKEY(2) THEN X=X+1:IF X>18 THEN X=18
520 LOCATE Y,X-1:PRINT" ":LOCATE Y,X+1:PRINT" ":LOCATE Y,X:PRINT"c"
530 IF NOT INKEY(47) THEN D=2:SOUND 1,100,10,15,0,0,31
540 RETURN
550 LOCATE Y,X:PRINT" ":Y=Y+1:IF Y>17 THEN D=1:FA=FA+1:GOSUB 620:Y=1:RETURN
560 LOCATE Y,X:PRINT"c":IF Y=YC THEN IF X=XC OR X=XC+1 THEN GOSUB 580
570 RETURN
580 SOUND 2,600,20,15,0,0,10:LOCATE YC,XC:PRINT"d":LOCATE YC,XC+1:PRINT"d"
590 P=P+5:GOSUB 620
600 D=1:Y=1
610 LOCATE YC,XC:PRINT" ":LOCATE YC,XC+1:PRINT" ":XC=1:YC=5+INT(RND*13):RETURN
620 LOCATE #1,2,2:PRINT#1,"PTOS:";P:LOCATE #1,13,2:PRINT#1,"FA:";FA
630 IF FA>7 THEN 720
640 RETURN
650 REM SYMBOL AFTER 97
655 SYMBOL AFTER 32
660 SYMBOL 97,99,62,107,156,170,190,162,156
670 SYMBOL 98,190,221,149,157,148,148,54,119
680 SYMBOL 99,0,0,0,198,127,198,0,0
690 SYMBOL 100,137,32,10,128,17,68,0,146
700 SYMBOL 101,111,247,232,27,189,219,196,30
710 RETURN
720 REM *** GAME OVER ***
730 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
740 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
750 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
760 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
770 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
780 FOR A=1 TO 50:A$=INKEY$:NEXT A
790 PEN 1
800 IF INKEY(60)=0 THEN RUN 250
810 IF INKEY(46)=0 THEN CALL 0
820 GOTO 800
```



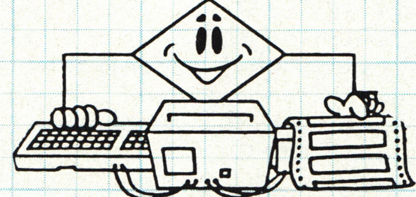
EXPULSOR

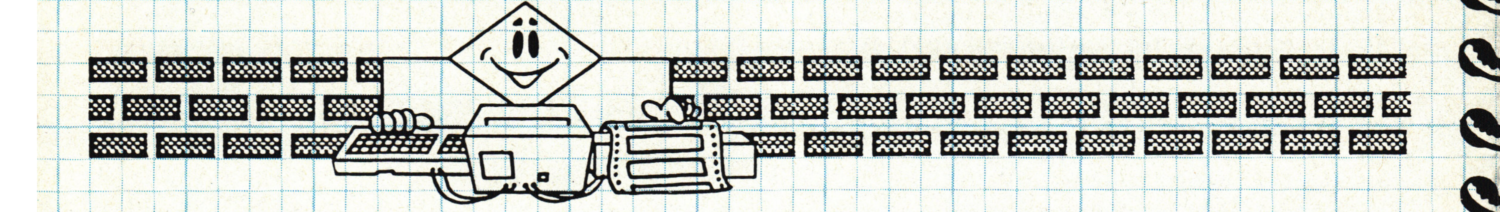
```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0.0:INK 1.26:INK 2.7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318.210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0.0.2
80 DRAW 300*COS(a).150*SIN(a)
90 DRAWR 0.30*SIN(a).3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="EXPULSOR":A=11-(0.5*(LEN(A$)))
130 LOCATE A.12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2.7.0:INK 3.0.18
160 FOR a=1 TO 300:SOUND 1.a.1.15:NEXT a
170 INK 2.18.7:INK 3.7.18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2.1:NEXT a
190 INK 2.7:INK 3.18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$.a.1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< EXPULSOR >>":GOSUB 240:PRINT
300 A$="RECOGE LAS BOLAS QUE SON":GOSUB 240:A$="EXPULSADAS POR AMBOS LADOS":GOSU
B 240:A$="CON LAS PALETAS DE QUE DISPONES":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA PALA IZQUIERDA":GOSUB 240:A$="
A. ABAJO PALA IZQ.":GOSUB 240:A$="P. ARRIBA PALA DER
ECHA":GOSUB 240:A$="L. ABAJO PALA DER.":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
```

```
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 690
350 INK 0,26:BORDER 26:PAPER 0:INK 1,0:PEN 1
360 MODE 0
370 INK 2,8:INK 3,18:INK 4,6
380 PEN 2:FOR A=1 TO 25:PRINT STRING$(20,"f");:NEXT
390 WINDOW ₧1,2,19,2,4:WINDOW 2,19,6,24
400 CLS ₧1:CLS:LOCATE 9,1:PRINT"ff":LOCATE 9,19:PRINT"ff"
410 PEN 3:FOR A=2 TO 18:LOCATE 9,A:PRINT"bc":NEXT
420 P=0:FA=0:GOSUB 660
430 X1=10:X2=10
440 XB=2+INT(RND*17):YB=INT(RND*2)
450 IF YB=0 THEN YB=11:D=1
460 IF YB=1 THEN YB=8:D=-1
470 PEN 1:LOCATE 1,X1:PRINT" "
480 IF NOT INKEY(67) THEN X1=X1-1:IF X1<2 THEN X1=2
490 IF NOT INKEY(69) THEN X1=X1+1:IF X1>18 THEN X1=18
500 LOCATE 1,X1:PRINT"d"
510 LOCATE 18,X2:PRINT" "
520 IF NOT INKEY(27) THEN X2=X2-1:IF X2<2 THEN X2=2
530 IF NOT INKEY(36) THEN X2=X2+1:IF X2>18 THEN X2=18
540 LOCATE 18,X2:PRINT"e"
550 LOCATE YB,XB:PRINT" "
560 YB=YB+(D/2)
570 IF YB<2 THEN IF XB=X1 THEN GOTO 610 ELSE GOTO 630
580 IF YB>17 THEN IF XB=X2 THEN GOTO 610 ELSE GOTO 630
590 PEN 4:LOCATE YB,XB:PRINT"a"
600 GOTO 470
610 FOR A=100 TO 200 STEP 4:SOUND 1,A,1,15:NEXT:P=P+5:GOSUB 660
620 GOTO 440
630 SOUND 2,600,15,15,0,0,31
640 FA=FA+1:GOSUB 660:GOTO 440
650 GOTO 650
660 LOCATE ₧1,2,2:PRINT₧1,"PTOS:";P;:LOCATE ₧1,13,2:PRINT₧1,"FA:";FA;
670 IF FA>4 THEN 780
680 RETURN
690 SYMBOL AFTER 97
700 SYMBOL 97,60,102,223,191,191,255,126,60
710 SYMBOL 98,7,63,241,14,14,241,63,7
720 SYMBOL 99,224,252,143,112,112,143,252,224
730 SYMBOL 100,124,224,192,192,192,192,224,124
740 SYMBOL 101,62,7,3,3,3,3,7,62
750 SYMBOL 102,0,126,126,126,126,126,126,0
760 SYMBOL 103,16,69,0,146,0,164,1,72
770 RETURN
780 REM *** GAME OVER ***
790 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
800 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
810 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
820 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "₧₧₧₧₧₧";P
830 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
840 FOR A=1 TO 50:A$=INKEY$:NEXT A
850 PEN 1
860 IF INKEY(60)=0 THEN RUN 220
870 IF INKEY(46)=0 THEN CALL 0
880 GOTO 860
```

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="FRONTERA":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< FRONTERA >>":GOSUB 240:PRINT
300 A$="IMPIDE QUE LOS FANTASMAS LLEGEN":GOSUB 240:A$="A LA FRONTERA QUE TU":GOS
UB 240:A$="ESTAS DEFENDIENDO.":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="CURSOR ARRIBA":GOSUB 240:A$="CURSOR ABAJ
O":GOSUB 240:A$="SPACE. DISPARA":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 590
350 PAPER 0:BORDER 3:INK 0,3:MODE 1
360 INK 1,26:INK 2,20:INK 3,15
370 PEN 3:FOR A=1 TO 25:PRINT STRING$ (40,"g");:NEXT
380 WINDOW #1,2,39,2,4:WINDOW 2,39,6,24:CLS #1:CLS
390 DIM M(19):FOR A=1 TO 19
400 N=INT(RND*2):IF N=0 THEN M(A)=1+INT(RND*4) ELSE M(A)=40-INT(RND*4)
410 NEXT
420 X=9:XB=X:P=0:GOSUB 580
430 IF NOT INKEY(0) THEN X=X-1:IF X<1 THEN X=1
440 IF NOT INKEY(2) THEN X=X+1:IF X>19 THEN X=19
450 PEN 2:LOCATE 19,XB:PRINT"  ";:LOCATE 19,X:PRINT"ab";
460 XB=X
470 IF NOT INKEY(47) THEN GOSUB 530
480 N=1+INT(RND*18)
490 LOCATE M(N),N:PRINT" ";:IF M(N)>19 THEN M(N)=M(N)-1:IF M(N)=20 THEN 680
500 IF M(N)<20 THEN M(N)=M(N)+1:IF M(N)=19 THEN 680
510 PEN 1:LOCATE M(N),N:PRINT"d";
520 GOTO 430
530 PEN 1:LOCATE 1,X:PRINT"cccccccccccccccccc";:LOCATE 21,X:PRINT"ccccccccccccc
```

```
cccc";:ENT 1,100,10,1:ENT 2,1,0,2,100,10,1:SOUND 129
,50,40,15,0,1:SOUND 130,50,40,15,0,2
540 IF M(X)>19 THEN M(X)=40 ELSE M(X)=1
550 P=P+5:GOSUB 580
560 LOCATE 1,X:PRINT"                    ";:LOCATE 21,X:PRINT"
570 RETURN
580 LOCATE #1,11,2:PRINT#1,"PUNTOS......";P:RETURN
590 SYMBOL AFTER 97
600 SYMBOL 97,15,255,255,31,31,255,255,15
610 SYMBOL 98,240,255,255,248,248,255,255,240
620 SYMBOL 99,0,126,126,0,0,126,126,0
630 SYMBOL 100,62,73,109,127,65,99,127,85
640 SYMBOL 101,5,6,5,6,5,6,5,6
650 SYMBOL 102,32,32,32,32,32,32,32,32
660 SYMBOL 103,255,161,193,161,193,169,213,255
670 RETURN
680 REM *** GAME OVER ***
690 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
700 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
710 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
720 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
730 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
740 FOR A=1 TO 50:A$=INKEY$:NEXT A
750 PEN 1
760 IF INKEY(60)=0 THEN RUN 220
770 IF INKEY(46)=0 THEN CALL 0
780 GOTO 760
```



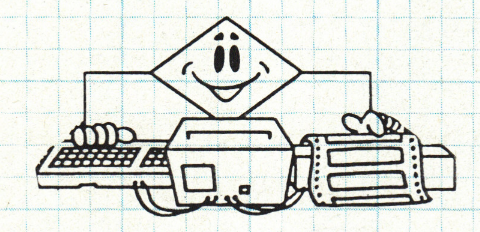


LABER-BALL

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="LABER-BALL":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< LABER-BALL >>":GOSUB 240:PRINT
300 A$="RECOGE LAS BOLAS DISPERSAS":GOSUB 240:A$="POR EL LABERINTO, ANTES DE QUE
":GOSUB 240:A$="EL TIEMPO SE AGOTE.":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA   A. ABAJO":GOSUB 240:A$="O. I
ZQUIERDA   P. DERECHA":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
```

```
340 GOSUB 830
350 INK 0,0:BORDER 0:PAPER 0:PEN 1:MODE 0
360 INK 1,26:INK 2,15
370 INK 4,24
380 WINDOW #1,1,20,1,3:WINDOW 1,20,4,25
390 PEN 2:GOSUB 620
400 P=0:T=250:GOSUB 590
410 PEN 3:INK 3,10,20:FOR A=1 TO 10
420 X=1+INT(RND*20):Y=1+INT(RND*20)
430 LOCATE Y,X:CALL 30000:IF PEEK(29999)=32 THEN LOCATE Y,X:PRINT"b"; ELSE 420
440 NEXT
450 X=2:Y=2:XB=X:YB=Y
460 IF NOT INKEY(67) THEN X=X-1
470 IF NOT INKEY(69) THEN X=X+1
480 IF NOT INKEY(34) THEN Y=Y-1
490 IF NOT INKEY(27) THEN Y=Y+1
500 LOCATE Y,X:CALL 30000
510 C=PEEK(29999)
520 IF C=97 THEN SOUND 1,300,2:X=XB:Y=YB
530 IF C=98 THEN BO=BO+1:FOR A=100 TO 200 STEP 5:SOUND 2,A,1:NEXT:P=P+T:GOSUB 59
0:IF BO>9 THEN 920
540 PEN 4:LOCATE YB,XB:PRINT" ";:LOCATE Y,X:PRINT"c";
550 XB=X:YB=Y
560 T=T-1:GOSUB 600
570 GOTO 460
580 GOTO 580
590 LOCATE #1,2,2:PRINT#1,"PT:";P:LOCATE #1,11,2:PRINT#1,"TIME:"
600 LOCATE #1,17,2:PRINT#1,USING "###";T;:IF T<1 THEN 940
610 RETURN
620 PRINT"aaaaaaaaaaaaaaaaaaaa";
630 PRINT"a          a       a";
640 PRINT"aaaaaa  aaaa       a";
650 PRINT"a          a aaaaa a";
660 PRINT"a aaaaaaaaaa a   a a";
670 PRINT"a a     a a  a   a a";
680 PRINT"a a aaa a a aa a a a";
690 PRINT"a a a a a a aaaa a a";
700 PRINT"a a a   a a      a a";
710 PRINT"a a aaaaa aaaaaaaa a";
720 PRINT"a a              a a";
730 PRINT"a a aaaaa aaa aaaa a";
740 PRINT"a a a   a a a a  a a";
750 PRINT"a a a a a a a    a a";
760 PRINT"a a a a a a a a aa a";
770 PRINT"a a aaa a a a a aa a";
780 PRINT"a a     a a   a aa a";
790 PRINT"a aaaaaaa aaaaaaaa a";
800 PRINT"a                  a";
810 PRINT"aaaaaaaaaaaaaaaaaaaa";
820 RETURN
830 DATA 205,96,187,50,47,117,201
840 RESTORE 830
850 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
860 SYMBOL AFTER 97
870 SYMBOL 97,255,129,189,189,189,189,129,255
```

```
880 SYMBOL 98,0,60,102,94,94,126,60,0
890 SYMBOL 99,0,60,90,126,66,36,90,0
900 SYMBOL 100,0,72,18,0,84,0,18,0
910 RETURN
920 ENT 1,5,-1,1,5,0,1:FOR A=300 TO 1 STEP -5:SOUND 1,A,10,15,0,1:NEXT
930 P=P+500:GOTO 940
940 REM *** GAME OVER ***
950 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
960 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
970 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
980 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "₧₧₧₧₧₧";P
990 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1000 FOR A=1 TO 50:A$=INKEY$:NEXT A
1010 PEN 1
1020 IF INKEY(60)=0 THEN RUN 220
1030 IF INKEY(46)=0 THEN CALL 0
1040 GOTO 1020
```





ESPACIO

```
10 SYMBOL AFTER 239
20 INK 0,0:INK 1,26:INK 3,24,8:PAPER 0
30 MODE 0:BORDER 0:GOSUB 380
40 LOCATE 1,13:PEN 3:PRINT"        ESPACIO    ":FOR t=10 TO 500 STEP 10:SOUND 5,t,1
0:NEXT
50 MODE 1:PEN 1:PRINT:PRINT:PRINT"   Al regresar de tu paseo espacial "
60 PRINT  "  encuentras que tu nave ha sido des-"
70 PRINT  "  montada por unos diminutos seres "
80 PRINT  "  galacticos. "
90 PRINT:PRINT  "   Debes recontruirla antes de que se"
100 PRINT  "  agote tu reserva de oxigeno, para "
110 PRINT  "  ello tienes que colocar sus piezas"
120 PRINT  "  sobre la plataforma de despegue "
130 PRINT  "  empezando por la base y terminando
140 PRINT  "  do por el FUEL...Pero......"
150 PRINT:PRINT    "!!TEN CUIDADO CON LOS EXTRATERRESTRES!!"
160 PRINT:PRINT:PRINT"       (UTILIZA JOYSTICK O CURSOR)"
170 LOCATE 1,22:PRINT"PARA COMENZAR EL JUEGO PULSA UNA TECLA"
180 IF INKEY$="" THEN 180 ELSE CLS
190 SYMBOL 250,24,60,90,126,60,24,231,153
200 SYMBOL 251,1,3,6,4,131,65,39,31
210 SYMBOL 252,2,1,1,2,2,2,2,6
220 SYMBOL 253,128,192,96,32,192,128,224,112
230 SYMBOL 254,200,135,128,64,64,64,64,96
240 SYMBOL 240,1,3,3,5,4,5,5,9
250 SYMBOL 241,10,10,11,10,11,10,11,10
260 SYMBOL 242,128,192,192,160,32,160,160,144
270 SYMBOL 243,80,208,80,208,80,208,80,203
280 SYMBOL 244,27,21,21,22,20,25,27,29
290 SYMBOL 245,216,168,168,104,40,152,216,184
300 SYMBOL 246,50,116,99,116,104,112,96,64
310 SYMBOL 247,76,46,198,46,22,14,6,2
320 SYMBOL 248,0,0,0,63,127,149,181,149
330 SYMBOL 249,0,0,0,240,248,44,108,44
340 SYMBOL 255,181,177,127,63,0,0,0,0
```

```
350 SYMBOL 239,108,36,248,240,0,0,0,0
360 MODE 1:INK 0,0:INK 1,26 :BORDER 0
370 PR=1
380 FOR i=1 TO 640 STEP 4
390 PLOT i,RND*400,1
400 NEXT
410 DEG
420 MOVE 20,350
430 FOR i=1 TO 360 STEP 3
440 DRAW 25+40*SIN(i),350+40*COS(i)
450 NEXT
460 MOVE 12,355:FILL 1
470 IF PR=0 THEN RETURN
480  x=340:y=340:fx=270:fy=360
490 n1x=600:n1y=265:n2x=150:n2y=350
500 m1x=-10:m2x=650:m3x=-10:m4x=650
510 LOCATE 1,24:PRINT "OXIGENO";
520 MOVE 1,15,3:DRAW 250,15:DRAW 250,0:DRAW 1,0:DRAW 1,15
530 MOVE 3,12:FILL 3
540 TAG
550 GOSUB 990
560 z= INT(TIME/300)
570 MOVE x,y,1,0:PRINT CHR$(251);:PRINT CHR$(253);
580 MOVE x,y-16:PRINT CHR$(252);:PRINT CHR$(254);
590 IF a>640 THEN a=0
600 a=a+7
610 m1x=((a)*2)MOD 640:m1y=(60*SIN(a))+240+RND*16
620 m3x=((a)*2)MOD 640:m3y=(40*SIN(a))+125+RND*16
630 m2x=((632-a)*2)MOD 640:m2y=(60*SIN(a))+200+RND*15
640 MOVE m1x,m1y,3:PRINT CHR$(250);
650 MOVE m3x,m3y,3:PRINT CHR$(250);
660 MOVE m2x,m2y:PRINT CHR$(250);
670 t=(INT(TIME/300)-z)*2
680 MOVE 400,10:DRAW 460,10:DRAW 460,0:DRAW 400,0:DRAW 400,10
690 MOVE 430,2:FILL 1
700 MOVE 250-t,15:PRINT CHR$(32);
710 IF T>250 THEN 1300
720 IF M1X+16>X AND M1X<X+32 AND M1Y-16<Y AND M1Y>Y-32 THEN TAGOFF:PRINT CHR$(7)
;:TAG:Z=Z-5
730 IF M2X+16>X AND M2X<X+32 AND M2Y-16<Y AND M2Y>Y-32 THEN TAGOFF:PRINT CHR$(7)
;:TAG:Z=Z-5
740 IF M3X+16>X AND M3X<X+32 AND M3Y-16<Y AND M3Y>Y-32 THEN TAGOFF:PRINT CHR$(7)
;:TAG:Z=Z-5
750 IF INKEY(0)<>-1 OR INKEY(72)<>-1 THEN C1=1:cy=1
760 IF INKEY(2)<>-1 OR INKEY(73)<>-1 THEN C1=1:cy=-1
770 IF INKEY(8)<>-1 OR INKEY(74)<>-1 THEN c1=1:cx=-1
780 IF INKEY(1)<>-1 OR INKEY(75)<>-1 THEN c1=1:cx=1
790 IF c1=0 GOTO 820
800 MOVE x,y,0,2:PRINT CHR$(251);:PRINT CHR$(253);
810 MOVE x,y-16,0,2:PRINT CHR$(252);:PRINT CHR$(254);:c1=0
820 IF cy=1 THEN y=y+8:cy=0
830 IF cy=-1 THEN y=y-8:cy=0
840 IF cx=1 THEN x=x+8:cx=0
850 IF cx=-1 THEN x=x-8:cx=0
860 IF x>640 THEN x=0
```

```
870 IF n1x>640 THEN n1x=x+30
880 IF n2x>640 THEN n2x=x+30
890 IF fx>640 THEN fx=x+31
900 IF x+32>n1x AND x<n1x+32 AND y>n1y-32 AND y-32<n1y THEN MOVE n1x,n1y,,2:PRIN
T CHR$(244);:PRINT CHR$(245);:MOVE n1x,n1y-16:PRINT
CHR$(246);:PRINT CHR$(247);:cn=1:GOTO 970
910 IF x+32>n2x AND x<n2x+32 AND y>n2y-32 AND y-32<n2y THEN MOVE n2x,n2y,,2:PRIN
T CHR$(240);:PRINT CHR$(242);:MOVE n2x,n2y-16:PRINT
CHR$(241);:PRINT CHR$(243);:cn=1:GOTO 1020
920 IF x+32>fx AND x<fx+32 AND y>fy-32 AND y-32<fy THEN MOVE fx,fy,,2:PRINT CHR$
(248);:PRINT CHR$(249);:MOVE fx,fy-16:PRINT CHR$(255
);:PRINT CHR$(239);:cn=1:GOTO 1070
930 MOVE m1x,m1y,,2:PRINT CHR$(32);
940 MOVE m3x,m3y:PRINT CHR$(32);
950 MOVE m2x,m2y:PRINT CHR$(32);
960 GOTO 570
970 IF cn=1 AND h=0 THEN n1x=x+30:n1y=y
980 IF n1x+24>400 AND n1x<460 AND n1y<75 THEN n1X=410:n1y=42:h=1
990 MOVE n1x,n1y,1,0:PRINT CHR$(244);:PRINT CHR$(245);
1000 MOVE n1x,n1y-16:PRINT CHR$(246);:PRINT CHR$(247);
1010 IF cn=1 THEN 930
1020 IF cn=1 AND h=1 THEN n2x=x+26:n2y=y
1030 IF n2x+24>400 AND n2x<460 AND n2y<90 AND n2y>32 THEN n2X=410:n2y=74:h=2
1040 MOVE n2x,n2y,1,0:PRINT CHR$(240);:PRINT CHR$(242);
1050 MOVE n2x,n2y-16:PRINT CHR$(241);:PRINT CHR$(243);
1060 IF cn=1 THEN 930
1070 IF cn=1 AND h=2 THEN fx=x+31:fy=y
1080 IF fx+20>400 AND fx<450 AND fy<100 THEN fX=410:fy=-20:y=-20:GOTO 1130
1090 MOVE fx,fy,1,3:PRINT CHR$(248);:PRINT CHR$(249);
1100 MOVE fx,fy-16:PRINT CHR$(255);:PRINT CHR$(239);
1110 IF cn=1 THEN 930
1120 RETURN
1130 n2y=n2y+7:n1y=n1y+7
1140 n1x=n1x-2:n2x=n2x-2
1150 MOVE n2x,n2y,1,0:PRINT CHR$(240);:PRINT CHR$(242);
1160 MOVE n2x,n2y-16:PRINT CHR$(241);:PRINT CHR$(243);
1170 MOVE n1x,n1y:PRINT CHR$(244);:PRINT CHR$(245);
1180 MOVE n1x,n1y-16:PRINT CHR$(246);:PRINT CHR$(247);
1190 FRAME:FRAME:FRAME:FRAME:FRAME
1200 IF n1y>430 THEN 1270
1210 MOVE n2x,n2y,0,2:PRINT CHR$(240);:PRINT CHR$(242);
1220 MOVE n2x,n2y-16:PRINT CHR$(241);:PRINT CHR$(243);
1230 MOVE n1x,n1y:PRINT CHR$(244);:PRINT CHR$(245);
1240 MOVE n1x,n1y-16:PRINT CHR$(246);:PRINT CHR$(247);
1250 MOVE n1x,n1y-23:PRINT CHR$(143);:PRINT CHR$(143);
1260 GOTO 1130
1270 MODE 1: BORDER 17 :INK 0,26 :INK 1,0
1280 LOCATE 1,10 :PRINT "*** !! ENHORABUENA LO COSEGUISTES !! ***"
1290 GOTO 1340
1300 MODE 1: BORDER 17 :INK 0,26 :INK 1,0
1310 LOCATE 5,10 :PRINT "*** LO SIENTO TE HAS QUEDADO ***"
1320 PRINT:PRINT"     ***          SIN OXIGENO         ***"
1330 GOTO 1340
1340 LOCATE 1,19:PRINT "    *** LO INTENTAS DE NUEVO ¡S/N¿ ***"
1350 A$=INKEY$
```

```
1360 IF A$="S" OR A$="s" THEN CLEAR:GOTO 190
1370 IF A$="N" OR A$="n" THEN CLS:END
1380 GOTO 1350
```



FANTASMA

```
10 CLEAR
20 REM &&&&&&&&& PRESENTACION &&&&&&&&
30 MODE 0:INK 0,0:BORDER 0
40 INK 1,3
50 CLS
60 LOCATE 3,6:PRINT"F A N T A S M A"
70 SOUND 1,568,20,7:SOUND 1,638,20,7:SOUND 1,568,150,7:SOUND 1,758,40,7:SOUND 1,
716,40,7:SOUND 1,758,40,7:SOUND 1,851,40,7:SOUND 1,9
56,40,7:SOUND 1,902,170,7:SOUND 1,851,170,7
80 FOR X=1 TO 700:NEXT
90 FOR SA1=1 TO 18
100 LOCATE 4,SA1:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA1
110 FOR SA2=1 TO 24
120 LOCATE 16,SA2:PRINT CHR$(133):FOR RET=1 TO 200:NEXT RET:NEXT SA2
130 FOR SA3=1 TO 13
140 LOCATE 12,SA3:PRINT CHR$(133):FOR RET=1 TO 200:NEXT RET:NEXT SA3
150 FOR SA4=1 TO 7
160 LOCATE 19,SA4:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA4
170 FOR SA5=1 TO 20
180 LOCATE 8,SA5:PRINT CHR$(138):FOR RET=1 TO 200:NEXT RET:NEXT SA5
190 FOR SA6=1 TO 15
200 LOCATE 14,SA6:PRINT CHR$(149):FOR RET=1 TO 200:NEXT RET:NEXT SA6
210 CO=0
220 X=INT(RND(1)*20)
230 Y=INT(RND(1)*24)
240 IF (Y>24 OR Y<1) OR (X>20 OR X<1) THEN 220
250 LOCATE X,Y:PRINT CHR$(143)
260 SOUND 1,Y,X:SOUND 1,CO,Y
270 CO=CO+1
280 IF CO>200 THEN 300
290 GOTO 220
300 MODE 1
```

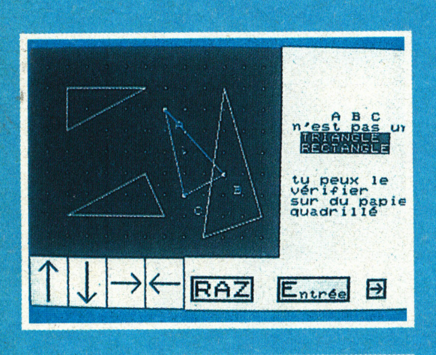
```
310 INK 0,1:INK 1,16:CLS
320 REM &&&&&& INSTRUCCIONES &&&&&
330 LOCATE 12,3:PRINT"F A N T A S M A"
340 LOCATE 12,4:PRINT"==============="
350 LOCATE 1,6:PRINT"Te encuentras en un oscuro bosque de las tierras del mas al
la, y delante de ti se planta una casa plagada de fa
ntasmas horribles que quieren volverte loco."
360 PRINT"Con la ayuda de tu tirachinas debes intentar acabar con ellos en un ti
empo limite, o de lo contrario te veras perdido."
370 PRINT:PRINT"            4          5          6"
380 PRINT"           ";CHR$(241);"          ";CHR$(241);"          ";CHR$(241)
390 PRINT "       VENTANA   VENTANA   VENTANA"
400 PRINT "     IZQUIERDA  CENTRAL   DERECHA"
410 PRINT:PRINT"            1          2          3"
420 PRINT"           ";CHR$(241);"          ";CHR$(241);"          ";CHR$(241)
430 PRINT "        PUERTA    PUERTA    PUERTA"
440 PRINT "      IZQUIERDA  CENTRAL   DERECHA"
450 PEN 3:LOCATE 13,24:PRINT"PULSA UNA TECLA"
460 F$=INKEY$
470 IF F$="" THEN 460 ELSE 480
480 MODE 0
490 PAPER 5:BORDER 1:INK 1,26:CLS
500 TIEMPO=0
510 REM ====== FANTASMAS ======
520 REM ===MARCEL RISQUES 85===
530 REM ======================
540 REM &&&&&&&&& ESTRELLAS &&&&&&&&
550 A=0
560 ESTREX=INT(RND(1)*640):ESTREY=INT(RND(1)*400)
570 PLOT ESTREX,ESTREY:A=A+1
580 IF A=100 THEN 600
590 GOTO 560
600 REM &&&&&&&&&& CASA &&&&&&&&&&&
610 FOR XCASA=4 TO 17
620 FOR YCASA=7 TO 17
630 PEN 3:LOCATE XCASA,YCASA:PRINT CHR$(143):NEXT:NEXT
640 REM &&&&&&&&&&& SUELO &&&&&&&&&&
650 FOR SUEX=1 TO 20:FOR SUEY=18 TO 25
660 PEN 9:LOCATE SUEX,SUEY:PRINT CHR$(127):NEXT:NEXT
670 REM &&&&&&&&&&& VENTANAS &&&&&&&&&&&
680 SOUND 1,18,10,5:SOUND 1,1000,4:SOUND 1,200,12,7:SOUND 1,100,18,4
690 X=0:PEN 8:LOCATE 5,9:PRINT CHR$(131):LOCATE 6,9:PRINT CHR$(131):LOCATE 5,10:
PRINT CHR$(140):LOCATE 6,10:PRINT CHR$(140)
700 LOCATE 10,9:PRINT CHR$(131):LOCATE 11,9:PRINT CHR$(131):LOCATE 10,10:PRINT C
HR$(140):LOCATE 11,10:PRINT CHR$(140)
710 LOCATE 15,9:PRINT CHR$(131):LOCATE 16,9:PRINT CHR$(131):LOCATE 15,10:PRINT C
HR$(140):LOCATE 16,10:PRINT CHR$(140)
720 REM &&&&&&&&&&&& PUERTAS &&&&&&&&&&&
730 FOR YPUERTAS=14 TO 16
740 LOCATE 6,YPUERTAS:PRINT CHR$(206):LOCATE 7,YPUERTAS:PRINT CHR$(206)
750 LOCATE 10,YPUERTAS:PRINT CHR$(206):LOCATE 11,YPUERTAS:PRINT CHR$(206)
760 LOCATE 14,YPUERTAS:PRINT CHR$(206):LOCATE 15,YPUERTAS:PRINT CHR$(206):NEXT
```

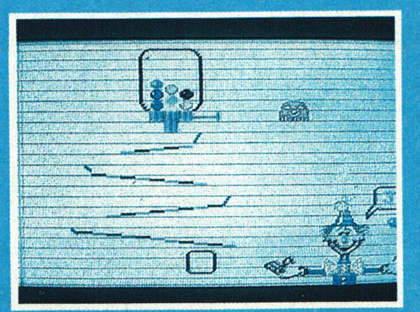
```
760 LOCATE 14,YPUERTAS:PRINT CHR$(206):LOCATE 15,YPUERTAS:PRINT CHR$(206):NEXT

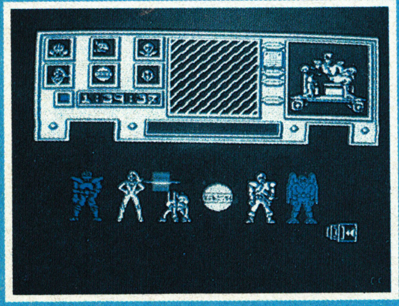
770 REM &&&&&&&&&& LUNA &&&&&&&&&&&&
780 PEN 2:LOCATE 2,2:PRINT CHR$(214):LOCATE 2,3:PRINT CHR$(143):LOCATE 2,4:PRINT
 CHR$(213):LOCATE 3,2:PRINT CHR$(212):LOCATE 3,4:PRI
NT CHR$(215)
790 REM &&&&&&&&&&&&FANTASMAS&&&&&&&&&&
800 PEN 4
810  FAN=INT(RND(1)*6+1)
820 IF FAN<1 OR FAN>6 THEN 810
830 IF FAN=1 THEN LOCATE 5,10:PRINT CHR$(224):FOR TI=1 TO 320:X=1:NEXT:GOTO 890
840 IF FAN=2 THEN LOCATE 11,10:PRINT CHR$(224):FOR TI=1 TO 320:X=2:NEXT:GOTO 890
850 IF FAN=3 THEN LOCATE 15,10:PRINT CHR$(224):FOR TI=1 TO 320:X=3:NEXT:GOTO 890
860 IF FAN=4 THEN LOCATE 7,15:PRINT CHR$(224):LOCATE 7,16:PRINT CHR$(253):FOR TI
=1 TO 320:X=4:NEXT:GOTO 890
870 IF FAN=5 THEN LOCATE 10,15:PRINT CHR$(224):LOCATE 10,16:PRINT CHR$(253):FOR
TI=1 TO 320:X=5:NEXT:X=1:GOTO 890
880 IF FAN=6 THEN LOCATE 15,15:PRINT CHR$(224):LOCATE 15,16:PRINT CHR$(253):FOR
TI=1 TO 320:X=6:NEXT:GOTO 890
890 REM &&&&&&&&&& DISPAROS &&&&&&&&&&
900 A$=INKEY$:IF A$="4" AND X=1 THEN LOCATE 5,10:PRINT CHR$(225):FOR TI=1 TO 300
:NEXT:LOCATE 5,10:PRINT CHR$(238):SOUND 1,50,20:PUNT
OS=PUNTOS+1:GOTO 670
910 A$=INKEY$:IF A$="5" AND X=2 THEN LOCATE 11,10:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 11,10:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
920 A$=INKEY$:IF A$="6" AND X=3 THEN LOCATE 15,10:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 15,10:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
930 A$=INKEY$:IF A$="1" AND X=4 THEN LOCATE 7,15:PRINT CHR$(225):FOR TI=1 TO 300
:NEXT:LOCATE 7,15:PRINT CHR$(238):SOUND 1,50,20:PUNT
OS=PUNTOS+1:GOTO 670
940 A$=INKEY$:IF A$="2" AND X=5 THEN LOCATE 10,15:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 10,15:PRINT CHR$(238)SOUND 1,50,20:PUN
TOS=PUNTOS+1:GOTO 670
950 A$=INKEY$:IF A$="3" AND X=6 THEN LOCATE 15,15:PRINT CHR$(225):FOR TI=1 TO 30
0:NEXT:LOCATE 15,15:PRINT CHR$(238):SOUND 1,50,20:PU
NTOS=PUNTOS+1:GOTO 670
960 REM &&&&&&&& MARCADOR &&&&&&&&
970 PEN 3
980 PEN 6:LOCATE 8,24:PRINT "PUNTOS: ";PUNTOS
990 REM &&&&&&&& TIEMPO &&&&&&&&
1000 TIEMPO=TIEMPO+1
1010 IF TIEMPO=40 THEN 1030
1020 GOTO 670
1030 REM &&&&&&& OTRA PARTIDA &&&&&&&
1040 CLS:PEN 12
1050 LOCATE 4,18:PRINT"PUNTUACION: ";PUNTOS
1060 LOCATE 3,8:PRINT"GRACIAS CAMPEON"
1070 LOCATE 2,25:PRINT"OTRA PARTIDA (S/N)"
1080 L$=INKEY$
1090 IF L$="S" OR L$="s"  THEN 10
1100 IF L$="N" OR L$="n" THEN MODE 1:PAPER 0:PEN 3
1110 IF  NOT (L$="S" OR L$="s") AND NOT (L$="N" OR L$="n")  THEN 1080
1120 IF L$="" THEN 1080
```

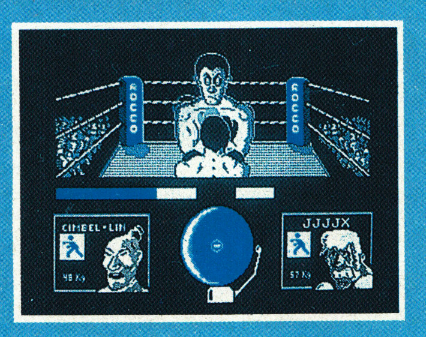
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FICHAS DEL AMSTRAD

COMO CREAR FICHEROS EN DISCO

EL AMSTRAD Y CP/M

¡ya está a la venta!

BIBLIOGRAFIA



EL DOMINIO DEL AMSTRAD PCW 8256/8512

"El dominio del Amstrad PCW 8256/8512" le sitúa en la vía rápida hacia el éxito en los negocios. Lo mismo si está Vd. empezando a utilizar uno de estos ordenadores, como si está considerando comprárselo, este libro le mostrará rápidamente cómo rentabilizar al máximo su inversión.

Una gran parte del libro trata del proceso de texto.

Esta parte del libro es un medio didáctico excelente, que le conducirá desde los usos más sencillos del proceso de textos, a los más avanzados. Una sección aparte cubre el uso de NewWord, la potente alternativa de NewStarSoftware.



DOMINE EL CODIGO MAQUINA EN SU AMSTRAD

Ahora tiene la oportunidad de aprender a programar en código máquina en su ordenador Amstrad. Clive y Scott —dos programadores muy competentes, con gran experiencia en libros y software a sus espaldas— son los guías ideales para ayudarle a comprender las interioridades de la programación en código máquina del Amstrad.

Debe ir trabajando en código máquina del Amstrad.

Debe ir trabajando a lo largo del libro, saltándose las secciones que le presentan una especial dificultad la primera vez que las lea. Cuando haya terminado su primera lectura, tendrá los suficientes conocimientos como para poder comprender aquellas secciones que dejó sin completar la primera vez que pasó por ellas.

Sound-on-Sound



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